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Charles, F.; Mead, S.J.; Cavazza, M.

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[\[Abstract\]](#) [\[PDF Full-Text \(382 KB\)\]](#) **CNF**

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Page(s): 145 -150

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Page(s): 124 -129

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Page(s): 115 -119

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Theory of Interactive Drama Michael **Mateas** Carnegie Mellon University Computer Science
filtering (e.g. the characters in Everquest, **Mateas** 1997) the avatar can provide material
1998) three categories for analyzing interactive **story** experiences. For our purposes, agency will be the
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Bremond, C. 1974. Logique du rcit. Paris: Seuil. **Mateas**, M. and Stern, A. 2000 Towards Integrating Plots
interactive drama is a drama (a narrative where the **story** is told by directly showing actions to the
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interactions with the system (Weyhrauch 1997 **Mateas** & Stern 2000) An alternative to this black and
as current approaches (Young 2000 Szilas 2001 **Mateas** & Stern 2000) We want to understand how to use
flexibility as possible. Introduction Traditional **storytelling** can be an enriching experience for the
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the notion of polymorphic beats, introduced by M. **Mateas** and A. Stern at a different level of detail. They
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The Lemur's Tale - **Story**-Telling in Primates and Other Socially

Requirements for artificial socially intelligent **story**-tellers are outlined, and the issue of testing

[www.cs.cmu.edu/afs/cs/user/michaelm/www/nidocs/Dautenhahn.pdf](#)

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